

circuits and buses) between or among two or more of the hardware modules. In embodiments in which multiple hardware modules are configured or instantiated at different times, communications between such hardware modules may be achieved, for example, through the storage and retrieval of information in memory structures to which the multiple hardware modules have access. For example, one hardware module may perform an operation and store the output of that operation in a memory device to which it is communicatively coupled. A further hardware module may then, at a later time, access the memory device to retrieve and process the stored output. Hardware modules may also initiate communications with input or output devices, and can operate on a resource (e.g., a collection of information).

**[0083]** The various operations of example methods described herein may be performed, at least partially, by one or more processors that are temporarily configured (e.g., by software) or permanently configured to perform the relevant operations. Whether temporarily or permanently configured, such processors may constitute processor-implemented modules that operate to perform one or more operations or functions described herein. As used herein, “processor-implemented module” refers to a hardware module implemented using one or more processors.

**[0084]** Similarly, the methods described herein may be at least partially processor-implemented, a processor being an example of hardware. For example, at least some of the operations of a method may be performed by one or more processors or processor-implemented modules. Moreover, the one or more processors may also operate to support performance of the relevant operations in a “cloud computing” environment or as a “software as a service” (SaaS). For example, at least some of the operations may be performed by a group of computers (as examples of machines including processors), with these operations being accessible via a network (e.g., the Internet) and via one or more appropriate interfaces (e.g., an application program interface (API)).

**[0085]** The performance of certain of the operations may be distributed among the one or more processors, not only residing within a single machine, but deployed across a number of machines. In some example embodiments, the one or more processors or processor-implemented modules may be located in a single geographic location (e.g., within a home environment, an office environment, or a server farm). In other example embodiments, the one or more processors or processor-implemented modules may be distributed across a number of geographic locations.

**[0086]** Some portions of the subject matter discussed herein may be presented in terms of algorithms or symbolic representations of operations on data stored as bits or binary digital signals within a machine memory (e.g., a computer memory). Such algorithms or symbolic representations are examples of techniques used by those of ordinary skill in the data processing arts to convey the substance of their work to others skilled in the art. As used herein, an “algorithm” is a self-consistent sequence of operations or similar processing leading to a desired result. In this context, algorithms and operations involve physical manipulation of physical quantities. Typically, but not necessarily, such quantities may take the form of electrical, magnetic, or optical signals capable of being stored, accessed, transferred, combined, compared, or otherwise manipulated by a machine. It is convenient at times, principally for reasons of common usage, to refer to such signals using words such as “data,”

“content,” “bits,” “values,” “elements,” “symbols,” “characters,” “terms,” “numbers,” “numerals,” or the like. These words, however, are merely convenient labels and are to be associated with appropriate physical quantities.

**[0087]** Unless specifically stated otherwise, discussions herein using words such as “processing,” “computing,” “calculating,” “determining,” “presenting,” “displaying,” or the like may refer to actions or processes of a machine (e.g., a computer) that manipulates or transforms data represented as physical (e.g., electronic, magnetic, or optical) quantities within one or more memories (e.g., volatile memory, non-volatile memory, or any suitable combination thereof), registers, or other machine components that receive, store, transmit, or display information. Furthermore, unless specifically stated otherwise, the terms “a” or “an” are herein used, as is common in patent documents, to include one or more than one instance. Finally, as used herein, the conjunction “or” refers to a non-exclusive “or,” unless specifically stated otherwise.

What is claimed is:

1. A device comprising:

a display;

a first camera configured to generate an image that depicts a physical object;

a second camera configured to track a position of a stare of a user; and

a virtual gesture application implemented by a hardware processor of the device and configured to perform operations comprising:

identifying the physical object using the image;

generating a virtual object corresponding to the identified physical object;

rendering the virtual object in the display based a position of the display relative to the physical object;

identifying an area in the display corresponding to the position of the stare of the user;

determining that an interactive feature of the virtual object is located inside the area; and

performing at least one action on the interactive feature in response to determining that the interactive feature is located inside the area.

2. The device of claim 1, further comprising:

a storage device coupled to the hardware processor, the storage device comprising a database configured to store identifiers of physical objects, virtual objects that correspond to the identifiers of the physical objects, and interactive features of the virtual objects, the interactive features of the virtual objects being configured to change a state in response to the position of the stare of the user.

3. The device of claim 1, wherein the area includes at least one corner portion of the display.

4. The device of claim 3, wherein the area further includes a centrally located portion of the display.

5. The device of claim 1, wherein the at least one action on the interactive feature is performed in response to determining that a duration of the stare exceeds a time threshold.

6. The device of claim 1, wherein the display further includes at least a first static trigger area and a second static trigger area, wherein the first static trigger area is distinct from the second static trigger area.

7. The device of claim 1, wherein the performing at least one action further comprises, replacing a first component of